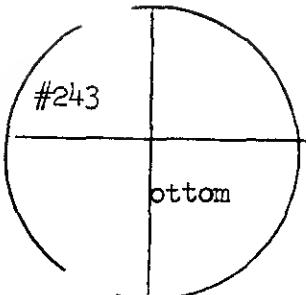
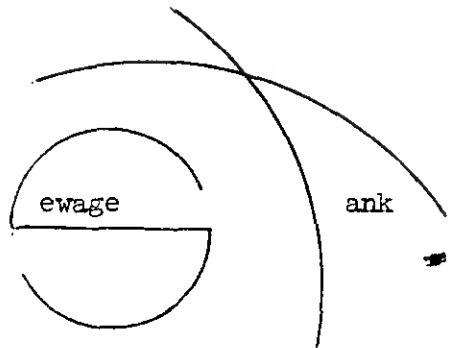
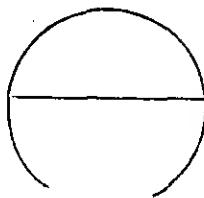
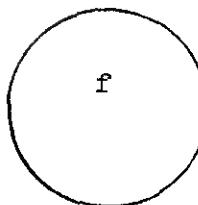


Games:
83IC
34CW
35Y
85CN
Boast 44



8-3-86
\$6.50 for 17 issues
\$12.00 game fee



85CN France Marches on...
Winter Italy R A ~~Kay~~ A Ven A Sil
France B F Bre A Mar
England B A Edi A Lon

Spring 1905 and winter 1904

Spring 1905

Austria(Kurkowski)

A Bud-Vie:

A Tri-Vie:

F Adr-Ven:

Italy Ditter)

F Rom S Turkish F Ion-Nap:

Russia(Schneller)

A Mos H:

A War S A Mos

F Rum H:

A Vie-Bud:

France(Crosby)

F Bre-Mid:

A Mar-Pie:

F Wes-Tyrn

F Tun S F Wes-Tyn:

F Nap-Apu:

A Ven-Rom:

A Bur-Mun:

A Mun-Boh:

A Boh-Vie:

A Tyo S A Boh-Vie:

England(Tiffany)

F Nth C A Yor-Den:

A Yor-Den:

F Den-Kie:

F Nwy S F Fin-StP Sc

F ~~Sin~~-StPDC

F Bot- Liv:

F Bal S A Ber

A Ber S French A Mun-Sil

Turkey(Botimer)

~~E~~ Apu S F Eas-Ion:

F Aeg-~~Kay~~:S F Eas-Ion:

F Eas-Ion:

A Bul S A Ser:

A Ser S A Bul:

A Alb H:

The underlined moves fail

The deadline for the Fall 1905 moves due 24 August

84 CW Mistakes in the Fall moves;

Italy F Tyn-Nap

F Rom S F Tyr-Nap Not to Ion as listed

A Boh-Gal Not Vie as Listed

Turkey F Eag S F Con-Smy, F Con-Smy:

Russia has an A Hol not a Fleet

France has a F Bre not an A

Italy Takes Bud by cutting the support of Turkish A Gal of Bud.

Winter only

Italy B A Ven

Turkey B A Ank F

France Keeps only ~~A~~ Bre A Bur

Deadline for the Spring 1902 will be 24 August 1986

Well folks I did make it back from Grif Con Emperor;s Brithday Party. It was a real fun con. One thing though the Sat was HOT HOT HOT and the next day better and the Monday would have been just perfect for the Con. There was no AC and well that was too bad, as they have a very good site to put on the Con, if it wasn't so hot, but I got into some games and put on a couple as well and had fun doing it. Did an intro to CL&S game and well we did quite well and took the French out in about 5 turns, as there wadn;t ~~was~~ anything left of that French when we got done. There were lots of games going on all over the place and there was a lot of fun playing too. They have some of the best set ups for mini games that I have seen, and well they really do a very good job through out the day. If you have never gone to one of these cons. try it next year.

There isn't a lot of new things to talk abou,t

Historitic con will be next weekend.

Gen Con will be in accouple of weeks sometime around the 15th of August and that is it for the con until Nov 15 there will be one in E lasing Mi and one in ForthWayne IN and I plan to go to the fort Wayne one. I told them I would go down there before I knew of the date for the East lansing con, oh well live and learn a little bit. Those are the only cons that I know of for the next couple of months, if you know of any please let me know.

In 1988 Gen Con and Orgins will be held by TSR up in Milwaukee WI. This should likely be one of the biggest and the best Orgins. It will be put on aby a professional group and should have the most things going on of any Con todate. I would state that between 6-10000 people,will be attending that Convention. Look for it to be one whale of a very good show.

1987 Orgins will be back out East by Atlantic Con people and that also sjould be a pretty good show. Lots of Mini and games going on at that one.

FASA has come out with a lot of stuff, well really only three things, they have come out with the first Novel for the Battle Tech game. This one is called the decision at Thunder Rift, \$3.95. It seems to be a pretty good Novel, came in just this week and well I have gotten about a 1/3rd of the way through it. Seems pretty good I'm enjoying it so far. Then they have come out with the Top Gun game that is built loosly about the Movie, see the review section for more information on that game. The Imblanace of Power which is a module for the Star Trek game, \$12.00 look pretty goo if you are into that game system, though right now Battle Tech is so hot they are putting more and more into this game, and well it is one game that I have played with more than just a couple of times, I now have 44 Mechs at home to play that game with. All of those are Ral Ratha's Mechs and well I designed a couple as well The Batlle Axe, Cross Bow and Flea, In fact one of the pages will cary the Crossbow stats, for this 90 Ton Mech. Use it and tell me what you think of it.

85Y Spring 1908 and winter 1907

England

Looks like there will be an end very soon all but ~~France~~ voted for Peace ~~France~~ England forgets to vote!!!

85

Turkey(Ditter)	France (Garnder)	England(Kurkowski)
A Alb S A German A Tri:	B F Mar:	A Edi-StP:
A Ser-Rum:	A Gas H:	F Nrg S A Edi-StP
F Sev H:	A Bur-Mar:	F Bar C A Edi-StP:
F Gre S F Aeg-Ion:	F Mar-Lyo:	A Stp-Mos:
<u>F Adr S F Aeg-Ion:</u>	<u>F Tun S F Adr-Ion:</u>	aSil--Gal:
F Smy-Eas:	F Apu-Adr:	A Wkr S A Sil-Gal:
F Aeg-Ion:	F Tyr-Nap:	A War S A Sil-Gal:
Germany(Henry)	F Eas-Aeg:	F Nth H
NMR	A Bel-Mun:	A Ber-Sil:
A Tri	A Mun-Boh:	A Kie-Ber:
A Vie	A Tyo S A Ven-Tri:	F Bal S A Kie-Ber
A Rum Hold:	<u>A Ven-Tri:</u>	F Hol-Kie:

The underlined moves fail. The deadline for the Fall 1908 moves will be 24th of August at noon. They are asking again for the ~~EF~~ draw please vote this time England the game might end then.

83IC is voted a GRAFT

A Draw between 6he surving players. More information on this game with the next issue.

That is all for this issue see you later.

More things that are new....

OSPREY BOOKS They have come out with four new titles, Rome's enemies vol 3, this deals with the later invasion around 1000 AD period, Austria and Army Infantry, ACW Union Army and then Russia's War in Afghanistan. all these books have 8 pages of color ~~MAP~~ plates. They also have ~~MAP~~ good text. The one on afghanistan is written by David C Isby who has designed a couple of War games in is day in the early 70's and some of his games were very good. Anyway he went to Afghanistan and this book should be a very goo source of information aboxt this little known war. There will be some frist hand accounts here.

WESTEND GAMES Rommel in North Africa has come out. This one deals with the War in North Africa, but on a different level, this one uses boxes much like say House divied or darkcrusade, though the rules are not as bad as that one from 3W. This one hasa very good designed in back of it. Jon Southard whohas a couple of awards. This game again seems to be a pretty good game with some innovations, and WEST END GAMES have not put out a bad game over the last couple of years, thus I would give this game a chance and see what it is like. I'll let you know more as I take a closer look to this game.

STONE MOUNTAIN MINIS: They have come out with some very nice looking figures. These are ACW Naval guns and well they can be used with the Greenfield Garrison ships or they can be put into Forts and used that way. There are a couple of rules that allow for such large guns and well it would be a good thing to use. These were the first of the super large guns, They are very well done I will say that for them.

Ral Partha has come out with some new figures as well. They have some Amazons and they have a chariot that is being drawn by Sly Stallone and Arnold Schw. Dig that will you the two macho men in chians etc , drogging this chariot along. They have come out with a very nice looking Sea Dragon at \$8.00 and have the Fangs of Fury and well they have some very nice things for Chaos War army building. The Fangs of Fury are various Gnolls and harry beasts, they have also some Centaurs, and some new Choas Lords as well. They seem to be putting out a lot of stuff but they will be dropping more stuff as well. They are backing off the Historicals and are getting deeper into Fanatsy as fanatsy is starting to drop. Well I would say get out some very good histical lines and you'll be doing a lit better. Anyw these figures are beeter than one ones that came out around the ol-124 time range about 2 years ago these are 25mm and look more life like.

We have gotten in the Dungeoneer Sirvial guide and that is yet another book at \$15.00 add to that the Immortal Rules Set, so you can play whaacter that cannot die in mortal terms, but... and the advanced Marvel game has come in as well and that one is \$15.00. At \$35.00 there is Terrible swift sword and that one looks really good. They have done a very good job with that game from top to bottom. Also we have Bararossa as well at \$30.00 I'm afraid that that game is a bit over priced. Then their is the Honey Mooners Game and well that one is different and not my type of game to say anything about.

Dark Horse has come out with the 8th pak of TMNT pak these are player characters. At \$4.00 not over priced if you are into this game at all. I'm not there is just too much stuff out there these days one can't do it all.

More news etc....

On the next page you will fine the sheet for a Battle AXE Mech Warrior This is an 80 ton Monster and uses the Ral Partha 20-811 figure as a guide. All The stats and the chart is completely filled out. If you like these I will will continue to do them. I will even then do the sheets filled out for the one given in the Game Battle Tech such that all you will have to do is fill them out, not fill out buy photo copy and they will be ready for use.

ROADSTRIKER is a new set of rules for use with the Mekton game. Roadstiker is a supplement that allows people to use Transformers with the game. All the rules and what not are given for this game to cover these items. The artwork is well done, and I'm told that this game is a lot closer to ROBOTECH than Battle Tech The cost for this supplement is a mere \$8.00

Green Filed Garriosnos have come out with a new 25MM Gabion Gun inplacement. Very good detail, fine looking item and the cost is good at \$3.50.

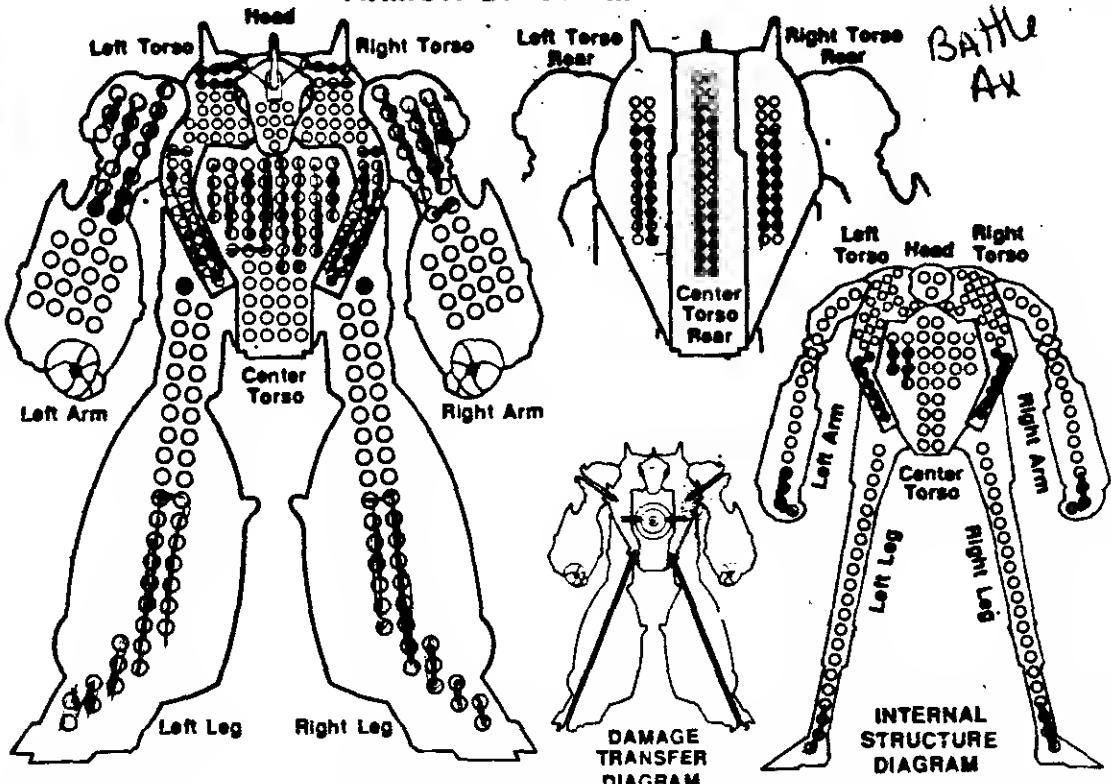
Avalon Hill has come out with four new titles, Flight Leader which is a very good looking game based on Air combat from 1950-80's. \$26.00 looks to be a little less complex than say Air War, very interesting looking board as well as the counters very nice job , another layered game that more rules are added on to this game to finally get all the complexity that you would want. Empire in Arms, which is the Australian game that has finally seen its day here in the USA. This is the Napoleonic game that covers the empire war and is very good looking. It makes The War and Peace game look kinda lack luster. This game got raves when it was imported and cost \$45.00 now the cost is a mere \$35.00 Paratrooper, the ASL module that is only \$15.00 I think all you get is one board or two and the scenarios whatever rules are needed if any and maybe some counter for the paratroopers. But at \$15.00 this is the cheapest of all the games that they have come out with for ASL. Then Griffon Island the first real adventures for the Runequest game. They have had add ons and they have had charter sheets but this is the first boxed adventure set from them. Looks very good at a mere \$16.00

Pladium books has come out with Teenage Mutant Ninja Turtles adventures This is a series of adventures that are a lot of fun and if you are into this roleplaying game it is certainly a must for you to have. some more things for the turtles to do while you are playing this game. The cover Art is just very well done and the cost is a mere \$6.95a

Then from CHASSIUM we have the good old item, redone , the Cities. This book was originally put out by metkemia Press a few years ago and well it was a very good book then, I have used this book when ever I've been in a city Campaign , it is really great. This gives you real good starting point fro various things. It is geared for what part of the city you might be in and well as what time of day. and then you have various encounters listed under each heading, thus you have a very wide variety of things that could have happening while you players make there plans, and sometimes things are well what should we say not very good for your characters, or just screws up their plans, or adds new twists to your game. Very interesting. Very good and at \$9.00 still a very good value.

BATTLETECH

ARMOR DIAGRAM



MECH DATA

Type: 30
 Tonnage: 30
 Movement Points:
 Walking: 6
 Running: 6
 Jumping: 4

WEAPONS INVENTORY

#	TYPE	LOC.
1	AC10	R/L
2	LRM10	L/R
3	LRM10	R/L
4	LRM10	L/R
5	LRM10	R/L
6	LRM10	L/R
7	LRM10	R/L
8	LRM10	L/R
9	LRM10	R/L
10	LRM10	L/R
11	LRM10	R/L
12	LRM10	L/R
13	LRM10	R/L
14	LRM10	L/R
15	LRM10	R/L
16	LRM10	L/R
17	LRM10	R/L
18	LRM10	L/R
19	LRM10	R/L
20	LRM10	L/R
21	LRM10	R/L
22	LRM10	L/R
23	LRM10	R/L
24	LRM10	L/R
25	LRM10	R/L
26	LRM10	L/R
27	LRM10	R/L
28	LRM10	L/R
29	LRM10	R/L
30	LRM10	L/R

AMMO: AC10 -

AutoCannon Rounds

M.G. Rounds

S.M. Packs

Missiles per pack

L.R.M. Packs

Missiles per pack

TOTAL HEAT SINKS



WARRIOR DATA

Name: [Redacted]

Gunnery Skill: [Redacted]

Piloting Skill: [Redacted]

Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	-4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	-3 Modifier to Fire
19	-2 Movement Points
18	Ammo Explosion, avoid on 4+
17	Shutdown, avoid on 4+
16	-2 Modifier to Fire
15	-1 Movement Points
14	Ammo Explosion, avoid on 4+
13	Shutdown, avoid on 4+
12	-1 Modifier to Fire
11	-1 Movement Points
10	Ammo Explosion, avoid on 4+
09	Shutdown, avoid on 4+
08	-1 Modifier to Fire
07	-1 Movement Points
06	Ammo Explosion, avoid on 4+
05	Shutdown, avoid on 4+
04	-1 Modifier to Fire
03	-1 Movement Points
02	Ammo Explosion, avoid on 4+
01	Shutdown, avoid on 4+
00	-1 Modifier to Fire

LEFT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC5
- HS

LEFT TORSO

- LRM10
- LRM10
- LRM10
- LRM10
- AC5
- AC5

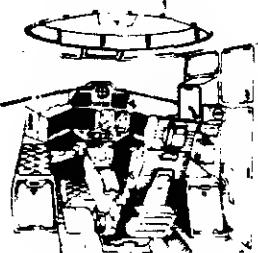
LEFT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- HS
- HS

CRITICAL HIT TABLE

HEAD

- Life Support
- Sensors
- Cockpit
-
- Sensors
- Life Support



CENTER TORSO

- Engine
- Engine
- Engine
- Gryo
- Gryo
- Gryo

- Gryo
 - Engine
 - Engine
 - Engine
 - HS
 - HS
- Engine Hits OOO
 Gryo Hits OO
 Sensor Hits OO

RIGHT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC10
- AC10

RIGHT TORSO

- AC10 (4 AMO)
-
-
-
-
-

RIGHT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- HS
- HS

The Review Page..... TOP GUN..... FASA \$10.00

The day of a \$10.00 game is gone, well so we though, but it isn't, Fasa has come out with a fairly decent \$10.00 game. TOPGUN is based looosly on the MOVIE TOP GUN, but the only reason for that was the fact that well it would spark more sales of this game that way. This is a very nice simple game, that beginner can learn as well as having enough other things that the more hard CORE would like this game as well. It is a very fast and very playable game on the modern air to air combat. This game will certainly NOT take the place of Air War 80 or even Flight Leader, it will be a great introduction into gamming for many people and hopefully it will create a whole new set of people that will get into gamming.

What do you get in this box? Well you get the rules, which contain the various scenarios, and rules, the map blue on one side and various terrain levels on the other all done in brown, four 6sided dice, and then the counters, which are really 2 spures of plastic pieces. 40 of these little buggers in all. (They are very nicely modded though they are a little small. I would suggest painting the pieces and the glue them to a counter a blank one for useing with the game, it will help a lot when playing the game.) The plastic pieces are a very nice touch and with just a little work as stated above you'll have some of the best looking playing pieces about.

The rules are sort , simple and fast. The first game rules are two pages long, not real exciting, but you are able to intordouce just about anyone into this game in about 10 minutes, the second set of rules adds about another 2 pages of rules, to the game layering some very interesting rules onto the game. after this e get into the game a bit deeper and now you have more stats for the planes, more hardware for the game and more realism, about as much as there was in the Movie. But it does teach you some very simple lesson about flying. There are a total of 9 pages of rules, one pagr of plane stats, 4 pages of charts, and four pages of plane record sheets that you use wjih the game. 5 Pages of scenarios for the various games that are in the rule book, and then the last page shows you how to use this game with Aro Tech, though these rules are quite stecky.

TOP GUN uses what I would say is a game system that is very close to that of Blue Max from GDW. In fact I would say that this game is in fact based on the Blue max game, though I know there are a lot of differeances between the games, after all the is 70 years of differeance in the time periods of the games. The movement of the game is the same, basically using manoures that are plotted on the stat sheets and that shows you everything about the manouver that you have just done. The fuel is done differetly and the combat is differt than in Blue MAX. But if you know how to play Blue Max you will know how to play this game as well. I really like Blue Max, and This game gives to the same feel , it is very fast, much like the combat today, and very deadly. THUS this game will give you the feel, the speed and the ecitement of being in the cockpit of a jet today. It will not give you all the instruments that some of the games give you, thus you are not having to watch your control panel at all, but you concrate on the game, and the moves will take you 3-5 mintues per turn even with 4-8 planes, now say that about airwar!!!

TOPS GUN is a fast playable game that will give you lots of enjoyment and be lots of fun for you. It will not take the time or the work that Air War or Flight leader will, but you will be able to play a few games in the amount of time that it takes to play a couple of turns with Air War 80.

Well folks I do have a game opening... Yes there are about 5 countem 5 openings left in this game. The cost is a fee \$12.00 for the first game and as long as you are playing in a game the cost is a mere \$7.00 after that. That is right Virginian, \$7.00 for the second and third and all games there after as long as you are playing in this rag. Really this rag isn't all too bad anyway and you know that I will take this game to completeion!!! For the Conquest of the Empire people, I have two people for sure that would continue to play or start again, I have a possiblity of a third, if I could get 3 more people that would get the moves in on ~~XXX~~ time I will start the game over and on we would go. Please contact me via letter if you would please if you are in fact interested. Also anyone that might like to take on playing a postal game of Conquest of the Empire please let me know.

This issue of BOAST will be going out to about 20 people that have been listed as neww Blood. I have found their names listed in Graustark , which is the oldest zine of Dipplomacy. BOAST is the secnd oldest Continous mag that has been out. With 242 on TIME issue under the belt, Only Graustark matches that by over 300 issues. But then they started 8 years before we did and did 25 issues a year for a long time. If you get this zine becuase of being new blood, please write with any questions that you might have, I would certainly like the chance to answer the questions for you, and I would love to have you join one of the games in this zine.

Well I have just sent off the oldest boy to Camp for a week, he should be enjoying it as he will be canoeing, archery, and what ever else the BoyScouts will have for them to do. Well I will have some peace with him gone, and then the wife is going to see her Grand Mom and her mother etc, taking both the other kids, thus I will be alone for the next couple of days, It will certainly be lonely but it will be a good time as well. I'll be able to get all the gamming type of stuff done that I wanted to do. I'll miss everyone while they are gone, but they will start to come back on Friday and Sat, the 8th and 9th of this month so it won't bee tooo baaadd.

BOAST #242
17187 Wildemere
Detroit, Mi 4821
313-863-7321

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1st class mail

send to:

Harry Penny
POBox 84160
SanDiego Ca

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92102